

## Rune Magic: Overview

### Rune Magic

Rune magic allows a character to unlock the power contained within magical symbols and sigils. Not every such mark has the potential for power. Only those runes forged in the ancient days of creation still resonate with the fundamental magic of the world.

Runes work much like magic items. You can discover them, attune to them, and use their magic in a variety of ways. However, unlike with magic items, only a character versed in Rune Lore can use all the benefits a rune offers.

### Overview

Runes are powerful icons that you can use for a variety of effects. In order to use a rune, you must normally find and keep a master rune. A master rune is a rare object - a gem or carved rock, a magical token, a shard of some special material, and so on - engraved with the rune and empowered with magic that allows you to unleash the rune's effects. Those effects are divided into two categories.

Unless otherwise noted, you must have a master rune on your person in order to use its Abilities.

### Activation

The abilities listed in a Master Rune's Activated Properties can be used by anyone who attunes to it.

Unless otherwise specified, any abilities which require a Saving Throw use the following calculation for the DC:

$$8 + \text{Your Proficiency Modifier} + \text{Your Intelligence Modifier}$$

Many of these abilities have additional effects which can be activated by expending a spell slot. As with casting any Spell, if you activate a Rune Lore ability in this way, you may not cast another spell more powerful than a cantrip in the same turn.

This additional feature can only be used by a character who possesses the Rune Lore class feature.

### Imparting

The Imparted abilities of a Master Rune can be granted to one of the listed items by any attuned to the Rune over the course of a Long Rest, but the item bearing the Rune is destroyed in the Process.

If this process creates an item with an effect which requires a saving throw, the DC for the saving throw is set using the same calculation as an Activated Ability, fixed at the time of creation. This means that if your Proficiency modifier or Intelligence Modifier change after the item is created, the DC remains unchanged.

A character with the Rune Lore class feature has two other options. Both of these other options are more complex and time consuming. If the character spends 24 hours working uninterrupted with the Rune, they can achieve one of the following.

- *Transference* – The character may transfer the Attuned Properties of the Rune into a different item without losing any of the Rune's abilities. This destroys the original item.
- *Temporary Inscription* – The character may temporarily grant a non-magical item one of the Rune's Imparted abilities.

The item retains the Imparted Ability for a number of hours equal to the character's Proficiency Modifier + their Spellcasting Ability Modifier.

This process does not destroy the original item, however it does drain the magic from the Rune and it requires a further 24 hours attuned to the character who performed the transfer to regain its magical properties.

### Finding Runes

A rune found as treasure is a master rune, carefully scribed into a rare object and available for use as a training tool to allow would-be rune scribes to unlock its power. Each rune discussed below is detailed as part of a master rune. Master runes and the runes they contain are treated much like magic items. They are categorized in rarity from rare to legendary, and can be placed in a campaign whenever the DM opts to place treasure. There are no common or uncommon runes.

### Buying and Selling Runes

Treat a master rune as a magic item of its equivalent rarity for the purpose of buying and selling in the campaign. Just as with other magic items, the DM will determine whether such items are available to purchase in the campaign and under what conditions.

### Identifying Runes

Runes are identified in a manner similar to magic items. Simply handling a master rune causes a strong sense of its rune's identity to echo in a character's mind. For example, touching a master rune item containing the kalt rune (the rune of cold) might cause you to experience a sudden chill as visions of snow and ice flash through your mind.

The identify spell immediately reveals a master rune's Activated Abilities. You can also learn its Activated Abilities over the course of a short rest while maintaining physical contact with the rune.

### Runes and Attunement

A rune always requires attunement to use its Activated Abilities. Attuning to a master rune requires you to spend a short rest focused on only that item while being in physical contact with it. This can't be the same short rest used to learn the rune's properties. This focus takes the form of carefully and repeatedly copying the rune, whether with ink and parchment or simply scribing it into the dirt. If the short rest is interrupted, the attempt fails.

Otherwise, at the end of the short rest, you gain an intuitive understanding of how to activate the rune's magical properties.

A master rune can be attuned to only one creature at a time, and all runes count toward your limit of magic items you can attune to. Any attempt to attune to a fourth magic item or rune fails (though a rune scribe's Rune Mastery feature allows attunement to one additional rune). You cannot attune to more than one copy of a rune.

You can end attunement to a rune in the same manner as with any other magic item.



## The Ild Rune

*Master rune of Fire, Rare (Requires Attunement)*

Grasping this object causes a split second of searing, fiery pain to pass through you. That pain quickly fades, giving way to a warming glow.

### Activated Abilities

#### *Ignite*

As an action, you scribe the Ild rune in the direction of a flammable object within 10ft of you. That object immediately bursts into flame. While it burns, the fire extends 1 foot out from the rune you scribed.

*Rune Lore:* You may expend a Spell Slot to increase the radius to 5ft and force each creature within range to make a Dexterity Saving throw, taking 1D6 Damage per level of the Spell Slot expended on a failure and half as much damage on a success.

#### *Fire Tamer*

As an action, you touch an open flame and scribe the Ild rune within it with a hand motion. This causes the flame to immediately extinguish. For a large blaze, the fire is extinguished in a 10-foot radius around you.

#### *Fire's Friend*

While you are attuned to this rune, you have resistance to cold damage.

*Rune Lore:* As an Action you may expend a Spell Slot to gain immunity to Cold damage for a number of turns equal to the level of the Spell Slot expended.

### Imparted Abilities

#### *Weapon – Rare (Requires Attunement)*

When you successfully hit a creature with an attack using this weapon, you deal an additional 2D6 Fire Damage.

#### *Armour / Shield - Rare (Requires Attunement)*

While Attuned to and wearing/wielding this Magic Item, you can use your Action to create an aura of flame around you.

The aura extends 5ft from you and any creature which begins its turn within the aura or hits you with a melee weapon attack takes 1D4 fire damage. The aura lasts for 1 minute, or until you lose concentration.

#### *Spell Casting Focus – Rare (Requires Attunement)*

If you cast a spell using this item as its focus and the spell would cause Fire Damage, you gain a +1 Bonus to any Spell Attack Rolls or a +1 Bonus to the DC of any Saving throws the spell requires.

#### *Cloak - Rare (Requires Attunement)*

While wearing to this Cloak, you suffer no ill effects from extreme cold and have resistance to Cold Damage

## The Stein Rune

*Master rune of Stone, Rare (Requires Attunement)*

When first grasped, the stone feels impossibly heavy, as if even a titan could not lift it. That feeling passes after a moment, allowing you to carry the stone with ease.

### Activated Abilities

#### *Indomitable Stand*

As an action, you scribe the stein rune onto the ground at your feet. Until you move, you have advantage on all ability checks and saving throws to resist effects that would force you to move. In addition, any creature that moves within 10 feet of you must succeed on a Strength saving throw or have its movement immediately end.

*Rune Lore:* When you take this action, you may expend a Spell Slot to extend the radius by 5ft for every level of the Spell Slot.

#### *Earthen Step*

As a Bonus Action, you scribe the Stein Rune on a stone wall and cast *Meld into Stone*. Once you have used this feature, you can not use it again until you have finished a Short or Long Rest.

*Rune Lore:* If you expend a Spell Slot when you cast *Meld into Stone* using the Stein Rune, you also gain resistance to Bludgeoning, Piercing and Slashing Damage from non-magical weapons for a number of turns equal to the level of the Spell Slot you used.

#### *Stone Soul*

While you are attuned to this rune, you cannot be petrified.

### Imparted Abilities

#### *Weapon - Rare (Requires Attunement)*

When you successfully hit a creature with this weapon, you deal an additional 1D6 Bludgeoning Damage.

Additionally, as a Bonus Action, you can activate the Rune engraved onto the weapon and have the next creature hit with it before the end of your turn make a Strength saving throw or be knocked prone.

#### *Armour / Shield - Rare (Requires Attunement)*

While you are wearing/wielding this magic armour/shield, you have resistance to Bludgeoning, Piercing, and Slashing damage from non-magical weapons.

#### *Spellcasting Focus - Rare (Requires Attunement)*

Any spell you cast through it which would cause a creature to make a Strength saving throw imposes disadvantage.

#### *Cloak - Rare (Requires Attunement)*

While you are wearing this magic cloak, you have advantage on Dexterity (Stealth) checks in rocky, stony environments.

Additionally, as an Action, you may take the form of a Gargoyle for 1 minute, or until you lose concentration. Once you have used this feature, you may not use it again until you have completed a Long Rest.



## The Vind Rune

*Master rune of Wind, Rare (Requires Attunement)*

Grasping the pennant causes you to feel a powerful gust of wind wash over you, tearing at your clothes and gear. Anyone watching you sees nothing out of the ordinary, and the sensation passes after a moment.

### Activated Abilities

#### *Wind Step*

As an action, you scribe the Vind rune in the air around you and immediately fly 20 feet. If you do not land at the end of this flight, you fall.

Once you have used this feature, you may not use it again until you have finished a Short or Long Rest.

*Rune Lore:* When you take this action, you may expend a Spell Slot to increase the distance travelled by 10ft for each level of the Spell Slot used.

#### *Wind's Grasp*

As a reaction when you fall, you can scribe this rune in the air around you to take no damage from the fall.

*Rune Lore:* When you use this feature, you may expend a Spell Slot to have each creature within 10ft of where you land to make a Strength Saving Throw or be pushed back 5ft for each level of the Spell Slot used.

#### *Comforting Wind*

While you are attuned to this rune, you cannot suffocate or drown, and you gain advantage on saving throws against poisonous gases, inhaled poisons, and similar effects.

### Imparted Abilities

#### *Weapon (Melee) - Rare (Requires Attunement)*

While you are wielding this weapon, as an Action, you can activate the Vind Rune etched into the weapon to have each creature in a 15ft cone make a Strength Saving Throw or suffer 1D6 Slashing Damage and be pushed 5ft away from you.

#### *Weapon (Ranged) - Rare (Requires Attunement)*

Attacks made with this weapon have their maximum range doubled and never suffer disadvantage for attacking a creature outside its normal range.

#### *Armour / Shield - Rare (Requires Attunement)*

While wearing/wielding this item, you can use your reaction to impose disadvantage on any attacks made by a creature within 15ft of you until the end of their next turn.

#### *Spellcasting Focus - Rare (Requires Attunement)*

When casting a spell using this magic item as a focus, its range is doubled and any Saving Throws against effects to cause the target to move are taken at disadvantage.

#### *Cloak - Rare (Requires Attunement)*

While wearing this cloak, you have a flying speed equal to your normal movement. You must start and end your turn on a solid surface you would otherwise be able to walk on.

## The Kalt Rune

*Master rune of Ice, Rare (Requires Attunement)*

When first grasped, the shard emits a painful cold that leaves your hand and arm numb. That feeling passes after a moment, allowing the shard to be handled normally.

### Activated Abilities

#### *Frigid Touch*

As an action, you scribe the Kalt rune on the surface of any volume of water. The water freezes in a 10 foot radius around the spot where you scribed the rune.

*Rune Lore:* When you create this area of frozen ice, you may expend a Spell Slot to increase the radius to 20ft and have each creature you chose within range to take 1D6 Cold Damage for each level of the Spell Slot used.

#### *Icy Mantle*

As an action, you scribe the Kalt rune using water onto yourself or another creature. The water instantly freezes into a mantle of protective ice that does not hinder movement or action. The next time the creature takes bludgeoning, slashing, or piercing damage, that damage is reduced to zero and the icy mantle is destroyed.

#### *Frost Friend*

While you are attuned to this rune, you have resistance to fire damage.

*Rune Lore:* As an Action you may expend a Spell Slot to gain immunity to Fire damage for a number of turns equal to the level of the Spell Slot expended.

### Imparted Abilities

#### *Weapon - Rare (Requires Attunement)*

When you successfully hit a creature with an attack using this weapon, while you are attuned to it, you deal an additional 2D6 Cold Damage.

#### *Armour / Shield - Rare (Requires Attunement)*

While you are wearing/wielding this item any creature which successfully hits you with a melee weapon attack takes 1 cold damage.

#### *Spellcasting Focus - Rare (Requires Attunement)*

If you cast a spell using this item as its focus and the spell would cause Cold Damage, you gain a +1 Bonus to any Spell Attack Rolls or a +1 Bonus to the DC of any Saving throws the spell requires.

#### *Cloak - Rare (Requires Attunement)*

While attuned to this Cloak, you suffer no ill effects from extreme heat and have resistance to Fire Damage



## The Vande Rune

*Master rune of Water, Rare (Requires Attunement)*

Grasping this object causes a sensation of being suddenly submerged. The sensation soon fades, leaving a soft tug from the Rune, as though being effected by the tides.

### Activated Abilities

#### *Calm the Current*

As an action, you scribe the Vande rune onto the bottom of a body of water around you. The area of water within 10ft of you becomes calm enough to wade through.

*Rune Lore:* When you use this feature, you may expend a Spell Slot to change the shape of the area to a line 10ft wide by 10ft long, plus 10ft for each level of the Spell Slot.

#### *Purifying Touch*

As an Action, you scribe the Vande rune onto the surface of a container of water, removing all non-magical contaminants from 1 cubic foot of the contents.

*Rune Lore:* When you take this action, you may expend a Spell Slot to also weaken any magical effects placed on the water, granting advantage to any Saving throws such an effect might require.

Additionally, you increase the volume of water affected by 1 cubic foot for each level of the Spell Slot used.

#### *Friendly Current*

While you are attuned to this rune, you have a swim speed equal to your walking speed and cannot drown.

### Imparted Abilities

#### *Weapon - Rare (Requires Attunement)*

This weapon ignores the usual penalties for attacking underwater. If the weapon is of a type which would normally be unaffected by water, you instead attack with advantage while underwater.

#### *Armour / Shield - Rare (Requires Attunement)*

When a creature successfully hits you with a melee weapon attack, you may use your reaction to move 5ft in any direction without provoking attacks of opportunity.

#### *Spellcasting Focus - Rare (Requires Attunement)*

When you cast a spell using this item as a focus, one creature affected by the spell has its movement halved until the start of your next turn.

#### *Cloak - Rare (Requires Attunement)*

While you are wearing this magic cloak, you gain a swim speed equal to your normal movement.

Additionally, as an Action, you may take the form of a Water Weird for 1 minute, or until you lose concentration. (See the Monster Manual for stats). Once you have used this feature, you may not use it again until you have completed a Long Rest.

## The Stahl Rune

*Master rune of Metal, Rare (Requires Attunement)*

When first grasped, the rune imparts to you the heat of forging and the cold shock of quenching.

### Activated Abilities

#### *Reinforcing Touch*

As an action, you scribe the Stahl rune onto the a piece of metal armour or a shield. The next critical hit suffered by the bearer within the next hour is negated and the attack rolls damage as normal.

*Rune Lore:* When you use this feature, you may expend a Spell Slot to grant a temporary Magical Bonus to the bearer's AC equal to 1/3 of the Spell Slot used, rounded up.

#### *Spirit of Steel*

As an Action, you scribe the Stahl rune onto a metal weapon. For the next hour, the weapon is treated as a magical for the purposes of overcoming resistance to non-magical bludgeoning, piercing, and slashing damage. Additionally, an attack roll with the weapon counts as a critical on a roll of a 19 or 20.

*Rune Lore:* When you use this feature, you may expend a Spell Slot to instead grant the weapon a temporary Magical bonus to attacks and damage equal to 1/3 the level of the Spell Slot used, rounded up.

#### *Metal's Ally*

While you are attuned to this Rune, you have proficiency with all Weapons, Armour and Shields, as long as they are made using metal. You also gain Proficiency with Smiths Tools if you don't already have it.

### Imparted Abilities

#### *Weapon - Rare (Requires Attunement)*

When you successfully hit a creature with this weapon, you roll an additional die when calculating damage.

#### *Armour / Shield - Rare (Requires Attunement)*

This armour/shield grants +1 AC

#### *Spellcasting Focus - Rare (Requires Attunement)*

When you cast a spell using this item as its focus, you gain resistance to one of bludgeoning or piercing or slashing damage until the beginning of your next turn.

#### *Cloak - Rare (Requires Attunement)*

This cloak can be used as either a weapon, dealing 1D6 Slashing Damage or a shield, as long as you have a free hand to be able to use it.



## The Lys Rune

*Master rune of Light, Rare (Requires Attunement)*

Grasping the rune causes you to see a powerful glow emanate from everything around you. Anyone watching you sees nothing out of the ordinary, and the sensation passes after a moment.

### Activated Abilities

#### *Illuminate*

As an Action, you scribe the Lys rune in the air above you and it hangs suspended there for 1 minute. The rune sheds low light out to 60ft.

*Rune Lore:* When you use this feature, you may expend a Spell Slot to have a number of creatures within 30ft equal to the level of the Spell Slot used to take a Constitution Saving Throw or be stunned for 1 turn.

#### *Flare*

As an Action, you create a burst of light within 30ft of you, creating an area of bright light, equivalent to daylight, to a radius of 30ft for 1 turn.

*Rune Lore:* When you use this feature, you may expend a Spell Slot to have each creature within the area take 1D6 Radiant Damage.

#### *Shadow's Bane*

While you are attuned to this rune, you have Darkvision out to 60ft

### Imparted Abilities

#### *Weapon - Rare (Requires Attunement)*

This weapon/ammunition glows with a soft light, illuminating a 30ft radius.

Additionally, when you successfully hit a creature with an attack using this weapon, you deal an additional 3D4 Radiant Damage.

#### *Armour / Shield - Rare (Requires Attunement)*

This armour/shield glows with a soft light, illuminating a 30ft radius.

As a bonus action, you may have the light intensity increase to daylight levels within 30ft and illuminate a radius of 120ft with low light.

#### *Spellcasting Focus - Rare (Requires Attunement)*

When you cast a spell using this magic item as its focus, you may grant advantage to the next attack made against a single creature affected by the spell.

#### *Cloak - Rare (Requires Attunement)*

As an action, you may cast Colour Spray at 3rd level without expending a Spell Slot. Once you use this feature, you may not use it again until you finish a short or long rest.

## The Mørk Rune

*Master rune of Darkness, Rare (Requires Attunement)*

Taking hold of this rune immediately plunges you into a world of black nothingness, through which even darkvision cannot see. After a moment, shape and colour returns to the world and you are left unaltered.

### Activated Abilities

#### *Deluminate*

As an action, you scribe the Mørk rune in the air above you. It hangs suspended there for 1 minute, casting everything into non-magical darkness within 30ft and low light within 60ft

*Rune Lore:* When you use this feature, you may expend a Spell Slot to cause each creature within the area make a Constitution Saving Throw or be blind for a number of turns equal to the level of the Spell Slot used.

#### *Shadow Strike*

As a bonus action, when you step into an area of shadow, you scribe the Mørk rune and can teleport to another area of shadow within 30ft which you can see.

#### *Enemy of the Light*

While you are attuned to this rune, you have resistance to Radiant Damage

*Rune Lore:* As an Action you may expend a Spell Slot to gain immunity to Radiant damage for a number of turns equal to the level of the Spell Slot expended.

### Imparted Abilities

#### *Weapon - Rare (Requires Attunement)*

Attacks made with this weapon while the wielder is in darkness are made with advantage.

Additionally, when you successfully hit a creature with an attack using this weapon, you deal an additional 1D6 Psychic Damage.

#### *Armour / Shield - Rare (Requires Attunement)*

While wearing/wielding this item in any light level lower than full daylight, any attacks made against you are at disadvantage.

#### *Spellcasting Focus - Rare (Requires Attunement)*

When you cast a spell using this item as its focus, any creature affected by the spell make their first Wisdom (Perception) check or Attack at disadvantage.

#### *Cloak - Rare (Requires Attunement)*

As an action, you may cast Shadow Blade at 3rd level without expending a Spell Slot. Once you use this feature, you may not use it again until you finish a short or long rest.



## The Liv Rune

*Master rune of Life, Very Rare (Requires Attunement)*

Taking hold of an object bearing this rune grants a sudden feeling of impossible vigour. When it fades, it leaves behind a feeling of wellbeing and health.

### Activated Abilities

#### *Last Chance*

As an action, you scribe the Liv rune onto a creature with 0 HP. That creature stabilises.

*Rune Lore:* When you use this feature, you may expend a Spell Slot to have the creature regain 1D4 HP for each level of the Spell Slot used.

#### *Growth Mark*

As an action, you scribe the Liv rune into an area of dirt or wood, causing an area of plant or fungal growth to spread from that point out to 30ft.

*Rune Lore:* When you use this feature, you may expend a Spell Slot to have each creature you choose within the area make a Strength Saving Throw or become entangled.

#### *Resilient Spark*

While you are attuned to this rune, you have resistance to Necrotic Damage

*Rune Lore:* As an Action you may expend a Spell Slot to gain immunity to Necrotic damage for a number of turns equal to the level of the Spell Slot expended.

### Imparted Abilities

#### *Weapon – Very Rare (Requires Attunement)*

When you successfully deal damage to a creature with this weapon, you may spend your reaction to gain temporary Hit Points equal to half the damage dealt.

#### *Armour / Shield – Very Rare (Requires Attunement)*

While wearing/wielding this item, as an action, you may spend Hit Dice to regain health, as though you were taking a Short Rest. Once you use this feature, you cannot use it again until you finish a Long rest, regardless of how many Hit Dice you use.

#### *Spellcasting Focus – Very Rare (Requires Attunement)*

When you cast a spell using this item as its focus, you regain 1 Hit Point for each level of the Spell Slot used to cast the spell.

#### *Cloak – Very Rare (Requires Attunement)*

While wearing this cloak, at the beginning of each turn, you regain 1D4 Hit Points if you took not damage since the end of your last turn.

## The Død Rune

*Master rune of Death, Very Rare (Requires Attunement)*

When first grasped, the rune sends a shock straight to your heart and for a moment it feels that it has stopped.

### Activated Abilities

#### *Decaying Touch*

As an action, you scribe the Død rune onto the ground and it unleashes a wave of decay out to 30ft, causing any plant life to wither, wood to rot, and metal to rust. This has no effect on Plant-type creatures or equipment being worn or carried.

*Rune Lore:* When you use this feature, you may expend a Spell Slot to have each creature you choose within the area to take 1D6 Necrotic Damage for each level of the Spell Slot used.

#### *Hidden Life Signs*

As an Action, you count as being dead for the purposes of divination or protective magic for 1 minute, or until you lose concentration.

*Rune Lore:* When you use this feature, you may expend a Spell Slot to extend the duration of the effect for 1 minute for each Level of the Spell Slot used and undead creatures have disadvantage on attack rolls against you or a Wisdom (Perception) checks to locate you.

#### *Accept the Inevitable*

While you are attuned to this rune, you have advantage on Saving throws to resist fear or intimidation, you also have advantage on any intimidation checks you make.

*Rune Lore:* As an action, you may expend a Spell Slot to gain immunity to fear for a number of turns equal to the level of the Spell Slot used and have each creature within 30ft make a Wisdom Saving Throw or become frightened of you for 1 turn.

### Imparted Abilities

#### *Weapon – Very Rare (Requires Attunement)*

As a Bonus Action, you may have the next attack with this weapon inflict 1 level of exhaustion unless the target can succeed on a Constitution Saving Throw.

Once you use this feature a number of times equal to your Proficiency modifier, you may not use it again until you have finished a Short or Long Rest.

#### *Armour / Shield – Very Rare (Requires Attunement)*

While wearing/wielding this item, the first time you would drop to 0HP, you instead drop to 1HP.

Once you use this feature a number of times equal to your Proficiency modifier, you may not use it again until you have finished a Long Rest.

#### *Spellcasting Focus – Very Rare (Requires Attunement)*

When you cast a spell using this item as its focus, you may have the target take 1 Necrotic Damage for each level of the Spell Slot used.

#### *Cloak – Very Rare (Requires Attunement)*

While wearing this cloak, you count as being dead for the purposes of Divination and Abjuration magic and undead have disadvantage on attack rolls against you and Wisdom (Perception) checks to locate you.



## The Sind Rune

*Master rune of Mind, Very Rare (Requires Attunement)*

Grasping the rune causes you to sense the minds of everyone around you, just for a moment.

### Activated Abilities

#### *Misdirection*

As a Bonus Action, you scribe the Sind rune on your own forehead. The rune pulses and one creature you choose within 30ft of you forgets your presence for 1 turn. They have disadvantage on any Wisdom (Perception) or Wisdom (Insight) checks against you.

*Rune Lore:* When you use this feature, you may expend a Spell Slot to affect an additional creature for each level of the Spell Slot used.

#### *Skim the Surface*

As an action, you scribe the Sind rune on your own forehead and are granted a brief awareness of the intentions of a single creature you choose within 30ft of you with an Intelligence of 3 or higher.

*Rune Lore:* When you use this feature, you may expend a Spell Slot to affect an additional creature for each level of the Spell Slot used.

#### *Dissembling Thoughts*

While you are attuned to this rune, you have advantage on Intelligence Saving Throws and any Save against Telepathy, Empathy or Scrying.

*Rune Lore:* When you use this feature, you may use your reaction to expend a Spell Slot to cause the source of the effect to make an Intelligence saving throw or be compelled to believe an illusory response to their intention for a number of hours equal to the level of the Spell Slot used.

The creature may reattempt the Saving Throw if it witnesses evidence which directly contradicts the illusion.

### Imparted Abilities

#### *Weapon – Very Rare (Requires Attunement)*

When you successfully hit a creature with this weapon, you deal an additional 2D8 Psychic Damage and, once per turn, may have the target make an Intelligence Saving Throw or be stunned until the end of their next turn.

#### *Armour / Shield – Very Rare (Requires Attunement)*

While wearing/wielding this item you have resistance to Psychic damage and your mind cannot be read by any means.

#### *Spellcasting Focus – Very Rare (Requires Attunement)*

When you cast a Divination spell using this item as its focus, the duration of the spell is extended;

1 turn to 1 minute, 1 minute to 10 minutes, 10 minutes to 1 hour, 1 hour to 24 hours.

#### *Cloak – Very Rare (Requires Attunement)*

As a Bonus Action while wearing this cloak, you may make each creature within 30ft of you make an Intelligence Saving throw or become unaware of you until the start of your next turn.

Creatures currently engaged in combat with you have advantage.

## The Legeme Rune

*Master rune of Body, Very Rare (Requires Attunement)*

Gripping this rune sends a flush of vigour and sensation through each of your muscles as they tense and flex, before settling back to normal.

### Activated Abilities

#### *True Might*

As an action, you scribe the Mørk rune onto your own chest, you gain advantage on Strength checks for 10 minutes.

*Rune Lore:* When you use this feature, you may expend a Spell Slot to increase your Strength by 1 for each level of the Spell Slot used, up to a maximum score of 24.

#### *True Resilience*

As an action, you scribe the Mørk rune onto your own chest, you gain advantage on Constitution checks for 10 minutes.

*Rune Lore:* When you use this feature, you may expend a Spell Slot to increase your Constitution by 1 for each level of the Spell Slot used, up to a maximum Score of 24.

#### *Resilient Flesh*

While you are attuned to this rune, you have Advantage on Strength/Constitution Saving Throws.

*Rune Lore:* As an Action, you may expend a Spell Slot to have each creature you choose within 30ft gain advantage on Strength and Constitution Saving Throws for 1 minute.

### Imparted Abilities

#### *Weapon (Melee) – Very Rare (Requires Attunement)*

When you successfully hit a creature with this weapon, you deal an additional 2D8 Force Damage and, once per turn, may have the target make a Constitution Saving Throw or have disadvantage on Strength Saving Throws until the end of their next turn.

#### *Weapon (Ranged) – Very Rare (Requires Attunement)*

When you successfully hit a creature with this weapon, you deal an additional 2D8 Force Damage and, once per turn, may have the target make a Strength Saving Throw or have disadvantage on Constitution Saving Throws until the end of their next turn.

#### *Armour / Shield – Very Rare (Requires Attunement)*

While wearing/wielding this item, you add your proficiency modifier to any Strength or Constitution check you make.

#### *Spellcasting Focus – Very Rare (Requires Attunement)*

Whenever you cast a spell using this item as its focus, you add your spellcasting modifier to your Constitution saves to maintain concentration.

#### *Cloak – Very Rare (Requires Attunement)*

While wearing this cloak, if you take the dodge action, you also gain resistance to all damage types except Psychic.



## The Sjael Rune

*Master rune of Soul, Very Rare (Requires Attunement)*

When you take hold of an object bearing this rune, you experience a moment of enlightenment, the sensation of calm serenity and being truly in harmony with your soul.

### Activated Abilities

#### *True Presence*

As an action, you scribe the Sjael rune onto your own tongue, you gain advantage on Charisma checks for 10 minutes.

*Rune Lore:* When you use this feature, you may expend a Spell Slot to increase your Charisma by 1 for each level of the Spell Slot used, up to a maximum score of 24.

#### *True Serenity*

As an action, you scribe the Sjael rune onto your own forehead, you gain advantage on Wisdom checks for 10 minutes.

*Rune Lore:* When you use this feature, you may expend a Spell Slot to increase your Wisdom by 1 for each level of the Spell Slot used, up to a maximum score of 24.

#### *Resilient Spirit*

While you are attuned to this rune, you have advantage on Wisdom and Charisma Saving Throws.

*Rune Lore:* As an Action, you may expend a Spell Slot to have each creature you choose within 30ft gain advantage on Wisdom and Charisma Saving Throws for 1 minute.

### Imparted Abilities

#### *Weapon (Melee) – Very Rare (Requires Attunement)*

When you successfully hit a creature with this weapon, you deal an additional 2D8 Psychic Damage and, once per turn, may have the target make a Charisma Saving Throw or have disadvantage on Wisdom Saving Throws until the end of their next turn.

#### *Weapon (Ranged) – Very Rare (Requires Attunement)*

When you successfully hit a creature with this weapon, you deal an additional 2D8 Psychic Damage and, once per turn, may have the target make a Wisdom Saving Throw or have disadvantage on Charisma Saving Throws until the end of their next turn.

#### *Armour / Shield – Very Rare (Requires Attunement)*

Any Celestial, Fey, Fiend or undead creatures have disadvantage on attack rolls against you while wearing/wielding this item.

Additionally, as a bonus action you may cast spiritual weapon at 2nd level without expending a spell slot. Once you have used this feature you may not use it again until you have finished a short or long rest.

#### *Spellcasting Focus – Very Rare (Requires Attunement)*

When you cast a spell using this item as its focus, if the spell would reduce a creature to 0HP, you may command its soul to remain on the battlefield in your service. You use your reaction to cast Spiritual Guardians at 3rd level.

#### *Cloak – Very Rare (Requires Attunement)*

As an Action, you may become incorporeal until the end of your next turn.



## The Noder Rune

*Master rune of Music, Legendary (requires attunement)*

When you touch an object bearing this rune, you hear for a moment the entire world in harmony.

### Activated Abilities

#### *Enchanting Melody*

As an action, you scribe the Noder rune into the air while making a Charisma (Performance) Check. Any number of creatures within 30ft of you make a Wisdom Saving Throw against a DC set by your Charisma (Performance) Check or be charmed by you for as long as you continue to perform.

*Rune Lore:* When you use this feature, you may expend a Spell Slot to have the charm remain past the end of the performance for a number of minutes equal to the level of the Spell Slot used.

#### *Sound of Silence*

As an Action, you scribe the Noder rune into the air in front of you. Any creature within 30ft is deafened for 1 minute, or until you lose concentration

*Rune Lore:* When you use this feature, you may expend a Spell Slot to have a number of creatures equal to the level of the Spell Slot used make a Wisdom Saving throw or become frightened until the effect ends.

#### *Echolocation*

While you are attuned to this Rune, you gain blindsight out to 15ft for the duration of a successful Charisma (Performance) check.

*Rune Lore:* When you use this feature, you may expend a Spell Slot to extend the duration of your blindsight for 1 turn for each level of the Spell Slot used.

### Imparted Abilities

#### *Weapon - Legendary (Requires Attunement)*

When you successfully hit a creature with this weapon, you deal an additional 2D6 Thunder Damage and, once per turn, you may have the target make a Constitution Saving Throw or be deafened until the start of your next turn.

#### *Armour / Shield - Legendary (Requires Attunement)*

While wearing/wielding this item, any creature within 30ft of you has disadvantage on any attack made against a target other than you.

Additionally, whenever a creature hits you with a melee weapon attack, that creature must make a Constitution Saving Throw or be deafened until the start of their next turn.

#### *Spellcasting Focus - Legendary (Requires Attunement)*

When you cast a spell using this item as its focus, one creature within 30ft of you may add 1D6 to any Saving Throw Attack Roll or Ability check they make before the start of your next turn.

#### *Cloak - Legendary (Requires Attunement)*

While wearing this cloak, you add your proficiency modifier to any Charisma check you make.

Additionally, while wearing this cloak you cannot be deafened.

## The Tid Rune

*Master rune of Time, legendary (requires attunement)*

Grasping the rune grants you a moment outside the normal flow of time, scarcely enough time to notice it and then time renews its normal flow, taking you with it.

### Activated Abilities

#### *Delayed Reaction*

As a Reaction, you scribe the Tid rune in the air between you and a creature casting a spell.

If you succeed on a Spellcasting Check, using your Spellcasting Ability against the caster's Spell Save DC, the Spell's effects are suspended until the start of the caster's next turn, when it continues as normal, even if it would normally have lost line of sight or other required condition.

*Rune Lore:* When you use this feature, you may expend a Spell Slot to grant a bonus to any Saving Throws required by the spell when it takes effect equal to the level of the Spell Slot used.

#### *Delayed Action*

As part of your Spellcasting Action, you scribe the Tid rune into the air in front of you and delay the effects of the spell you cast until the start of your, or the target's next turn, when it continues as it normally would, even if it would normally have lost line of sight or other required condition.

*Rune Lore:* When you use this feature, you may expend a Spell Slot to increase the DC of any Saving Throws required by the spell when it takes effect by an amount equal to the level of the Spell Slot used.

#### *Moment of Prescience*

While attuned to this rune, any roll you make for initiative which would total lower than 10 is counted as having rolled a 10.

*Rune Lore:* At the beginning of any combat encounter, you may expend a Spell Slot to begin a round of combat during which only you and a number of creatures equal to half the level of the Spell Slot used may act.

### Imparted Abilities

#### *Weapon - Legendary (Requires Attunement)*

Attacks with this weapon score a critical hit on a natural roll of 18, 19 or 20.

#### *Armour / Shield - Legendary (Requires Attunement)*

While wearing/wielding this item you may use your reaction to downgrade a critical hit to a normal one.

Additionally, when you make a Saving Throw to avoid damage, you take half damage on a failed Save and no damage on a successful one.

#### *Spellcasting Focus - Legendary (Requires Attunement)*

When you cast a spell using this item as its focus, you may reduce its casting time;

1 hour to 10 minutes, 10 minutes to 1 minute, 1 minute to 1 Action, 1 Action to 1 Bonus Action.

#### *Cloak - Legendary (Requires Attunement)*

While wearing this cloak, you have +1 AC and may take the Dash, Disengage, or Dodge actions as a Bonus Action on your turn.



## The Held Rune

*Master rune of Luck, legendary (requires attunement)*

When you take hold of an object bearing this rune, you feel, for a moment, that although anything could in theory go wrong, it will not happen while you hold it. The certainty fades after an instant, but you are left with an air of confidence.

### Activated Abilities

#### *Unexpected Coincidence*

As a Reaction, you scribe the Held rune in the air between you and a creature you can see to force it to reroll any Saving Throw or Ability Check against something you initiated. You must abide by the second result.

*Rune Lore:* When you use this feature, you may expend a Spell Slot to adjust the total of the second roll by an amount equal to the level of the Spell Slot used. You must decide to do this before the second die has been rolled.

#### *Second Chance*

As a Reaction, you scribe the Held rune in the air between you and a creature you can see to allow yourself to reroll any Saving Throw or Ability Check caused by that creature. You must abide by the second result.

*Rune Lore:* When you use this feature, you may expend a Spell Slot to adjust the total of the second roll by an amount equal to the level of the Spell Slot used. You must decide to do this before the second die has been rolled.

#### *The Edge*

While you are attuned to this rune, you gain a bonus to your Saving throws equal to your Proficiency level minus the number of Master Runes you are attuned to. If this total would equal less than 0, you must still adjust your rolls accordingly.

*Rune Lore:* When you make a Saving Throw, you may expend a Spell Slot to roll an additional die, listed below and add it to the total. You may do this after the initial roll has been made, but before the DM tells you the result.

| Spell Slot Level | Additional Die |
|------------------|----------------|
| 1                | 1D4            |
| 2                | 1D6            |
| 3                | 1D8            |
| 4                | 1D10           |
| 5                | 1D12           |
| 6                | 2D6            |
| 7                | 2D8            |
| 8                | D20            |
| 9                | 2D10           |

### Imparted Abilities

#### *Weapon - Legendary (Requires Attunement)*

When you successfully hit a creature with an attack using this weapon, roll 3D12. The first two dice show the amount of additional damage the weapon deals. The third shows the damage type, from the table below.

| D12 | Damage Type   |
|-----|---|
| 1   | One type the target is resistant to, or whatever the weapon would normally deal |
| 2   | Bludgeoning   |
| 3   | Piercing  |
| 4   | Slashing  |
| 5   | Poison  |
| 6   | Fire  |
| 7   | Cold  |
| 8   | Lightning   |
| 9   | Thunder   |
| 10  | Radiant   |
| 11  | Necrotic  |
| 12  | One type the target is weak to, or Psychic                                      |

#### *Armour / Shield - Legendary (Requires Attunement)*

When you are hit with a successful weapon attack while wearing/wielding this item, you may spend your reaction to roll a D6 and apply the result from the table below to the damage you received.

| D6 | Damage Type                          |
|----|--------------------------------------|
| 1  | Weakness to the damage type          |
| 2  | Take the damage as normal            |
| 3  | Lose any weakness to the damage type |
| 4  | Lose weakness and gain resistance    |
| 5  | Lose weakness and gain resistance    |
| 6  | Immunity to the damage type          |

#### *Spellcasting Focus - Legendary (Requires Attunement)*

When you cast a spell using this item as its focus, you may choose to apply one of the following effects;

You may grant the target advantage on the Saving Throw, but have it gain a weakness to the damage type on a failed Saving Throw.

Alternatively, you may impose disadvantage on the Saving Throw, but deal no damage to the target on a successful Saving Throw.

#### *Cloak - Legendary (Requires Attunement)*

While wearing this cloak, at the beginning of each of your turns, roll 2D8, you gain resistance to a damage type based on the result until the end of your turn;

| 2D8 | Damage Type  |
|-----|--|
| 2   | Bludgeoning  |
| 3   | Piercing   |
| 4   | Slashing   |
| 5   | Fire   |
| 6   | Cold   |
| 7   | Lightning  |
| 8   | Thunder  |
| 9   | Poison   |
| 10  | Acid   |
| 11  | Radiant  |
| 12  | Necrotic   |
| 13  | Force  |
| 14  | Psychic  |
| 15  | All damage types   |
| 16  | Immunity to all damage from the next attack or spell which would deal damage |



## **Prestige Class: Rune Scribe**

A rune scribe masters the secrets of the runes of power—ancient sigils that embody the fundamental magic of creation. The giants were the first to master rune magic, though many other races eventually stole away or traded for that power.

Rune magic is exceedingly rare. Some of its secrets have been lost, and what lore remains is jealously guarded. Few rune scribes share their lore with others. Indeed, most rune scribes take on new students only if doing so allows them to gain access to a forgotten or missing rune.

The rune scribe prestige class uses the rules for rune magic presented at the end of this document.

### **The Rune Scribe**

| Level           | Features               | Spell Slots per Level |                 |                 |
|-----------------|------------------------|-----------------------|-----------------|-----------------|
|                 |                        | 1 <sup>st</sup>       | 2 <sup>nd</sup> | 3 <sup>rd</sup> |
| 1 <sup>st</sup> | Rune Lore, Runic Magic | 2                     | -               | -               |
| 2 <sup>nd</sup> | Runic Discovery        | 3                     | -               | -               |
| 3 <sup>rd</sup> | Runic Discovery        | 4                     | 2               | -               |
| 4 <sup>th</sup> | Living Rune            | 4                     | 2               | -               |
| 5 <sup>th</sup> | Rune Mastery           | 4                     | 3               | 2               |

### **Runic Discovery - Prerequisites**

In order to advance as a rune scribe, you must meet the following prerequisites:

- Dexterity 13

Rune scribes need agile fingers to master the intricate patterns of a rune.

- Intelligence 13

Rune lore requires intense study and knowledge.

- Proficiency in the Arcana skill

Rune mastery requires an understanding of arcane lore.

- Character level 5<sup>th</sup>

Rune magic awakens only for powerful souls, and you must be a 5<sup>th</sup> level character before you can gain levels in the rune scribe prestige class.

- Complete a special task

You must find a Rune and present it to an NPC rune scribe who accepts it in return for tutoring you in the ways of rune magic.

You cannot gain more levels in this prestige class than your tutor has. You might need to seek out additional runes and present them to more skilled rune scribes in order to reach 5<sup>th</sup> level in this prestige class.

### **Class Features**

As a rune scribe, you gain the following class features.

#### **Hit Points:**

*Hit Dice:* 1D8 per rune scribe level

*Hit Points per Level:* 1D8 (or 5) + your Constitution modifier per rune scribe level

#### **Proficiencies**

*Tools:* Calligrapher's supplies, mason's tools, woodcarver's tools

*Saving Throws:* None

*Skills:* None

*Equipment:*

The rune scribe prestige class does not grant any special equipment.

### **Rune Lore**

At 1<sup>st</sup> level, you learn the basics of scribing runes, and are able to activate a master rune's full range of properties when you are properly attuned to it. Please see the Rune Magic: Overview for information on master runes and descriptions of runes and their properties.

The first rune you master is the rune you found and presented to your tutor to qualify for this prestige class. Your entrance to the class includes the process of mastering that rune's secrets.

When Imparting the power of a Rune to an item, you have two options not normally available. Both of these other options are more complex and time consuming. If you spend 24 hours working uninterrupted with the Rune, you can achieve one of the following.

- *Transference* – You may transfer the Attuned Abilities of the Rune into a different item without losing any of the Rune's abilities. This destroys the original item.
- *Temporary Inscription* – You may temporarily grant a non-magical item one of the Rune's Imparted abilities.

The item retains the Imparted Ability for a number of hours equal to your Proficiency Modifier + your Intelligence Modifier.

This process does not destroy the original item, however it does drain the magic from the Rune and it requires a further 24 hours attuned to you in order to regain its magical properties.

### **Runic Magic**

Runes can make use of your own magical power to augment some of their effects. You gain a number of spell slots as specified on the Rune Scribe table, but this prestige class does not grant spells known. Instead, as a rune scribe, you can expend your spell slots to empower runes, as detailed in the description of each individual rune.

For the purpose of multiclassing, to determine your total spell slots, add your levels in rune scribe to your levels in classes that grant you the Spellcasting feature.

For example, if you are a rune scribe 4/wizard 6, you would have the spell slots of a 10<sup>th</sup>-level multiclass character, in addition to having the cantrips and spellbook of a 6<sup>th</sup>-level wizard.

### **Runic Discovery**

Your continuing study of runic magic allows you to recreate the secrets of new runes without first needing to uncover them. At 2<sup>nd</sup>, 3<sup>rd</sup>, and 5<sup>th</sup> level, choose a rare rune. You can attune to that rune even if you do not possess a physical copy of the master rune for it.

In order to attune to a Rune in this manner, you must spend a short rest doing nothing but meditating on the Rune. At the end of the short rest, you are attuned to the rune. You are considered to always have the rune on your person for the purpose of determining whether you can use its features.

You can spend another short rest doing nothing but meditating on the rune to end your attunement to it.



### Living Rune

Runes are a part of the living world, and your studies allow you to connect to their magic in increasingly powerful ways. At 4<sup>th</sup> level, you learn to incorporate rune magic into your identity, allowing you to augment your body and mind.

At the end of a long rest, you can choose to increase one ability score of your choice by 2 or increase two ability scores of your choice by 1. At the end of each subsequent long rest, you can alter this choice, reducing the scores you previously increased and improving different scores. (If you chose to increase two abilities, you can opt to alter only one of those choices.)

### Rune Mastery

At 5<sup>th</sup> level, you attain the ability to master an ever greater range of runic magic. When you attune to a rune, you can choose to have it not count toward your limit of attuned magic items. You can be attuned to only one such rune in this manner at a time. You can use this ability again after you end your attunement to a rune.



## Arcane Tradition: Rune Scribe

A rune scribe masters the secrets of the runes of power—ancient sigils that embody the fundamental magic of creation. The giants were the first to master rune magic, though many other races eventually stole away or traded for that power.

Rune magic is exceedingly rare. Some of its secrets have been lost, and what lore remains is jealously guarded. Few rune scribes share their lore with others. Indeed, most rune scribes take on new students only if doing so allows them to gain access to a forgotten or missing rune.

| Level | Feature                        |
|-------|--------------------------------|
| 2     | Bonus Proficiencies, Rune Lore |
| 6     | Student of Structure           |
| 10    | Runic Resonance                |
| 14    | Master of Runes                |

### Bonus Proficiencies

When you choose this Arcane Tradition at 2nd level, you gain proficiency with Calligrapher's Supplies and your choice of mason's tools or woodcarver's tools.

### Rune Lore

Also at 2nd level, you learn the basics of scribing runes, and are able to activate a master rune's full range of properties when you are properly attuned to it. Please see the Rune Magic: Overview for information on master runes and descriptions of runes and their properties.

You also learn to copy runes into your Spellbook as though they were spells.

Each rune copied into your spellbook this way counts as a spell of the highest level you can cast when you copy it but can be upgraded to your current maximum spell level at any time, using the rules for "Replacing the Book" sidebar in the Player's Handbook.

You may prepare a Rune from your Spellbook and until you finish a long rest, you count as having attuned to the Rune and may use its Attuned Abilities as cantrips, as though you have the item in your hand.

The first rune you are taught is one of the 6 elemental runes, Ild, Stein, Vande, Kalt, Vind, or Stahl. Your entrance to this Arcane Tradition includes the process of mastering that rune's secrets and you may add it to your Spellbook for free.

When activating the Rune Lore abilities of a rune you do not physically possess, you may only expend a Spell Slot up to the level at which you have the Rune copied down.

Additionally, when Imparting the power of a Rune to an item, you have two options not normally available. Both of these other options are more complex and time consuming. If you spend 24 hours working uninterrupted with the Rune, you can achieve one of the following.

- *Transference* – You may transfer the Attuned Abilities of the Rune into a different item without losing any of the Rune's abilities. This destroys the original item.
- *Temporary Inscription* – You may temporarily grant a non-magical item one of the Rune's Imparted abilities.

The item retains the Imparted Ability for a number of hours equal to your Proficiency Modifier + your Intelligence Modifier.

This process does not destroy the original item, however it does drain the magic from the Rune and it requires a further 24 hours attuned to you in order to regain its magical properties.

### Student of Structure

Your understanding of Runic magic gives you an improved insight into the construction of magical effects and a greater ability to dismantle them.

You have advantage on Skill Checks made to identify the source, strength, or effect of a spell of enchantment you come across.

Additionally, if you cast Counterspell or Dispel Magic and are forced to make a Skill Check to affect a higher level spell, you have advantage on that Skill Check.

### Runic Resonance

While you are holding concentration on a spell and activate the Rune Lore feature of a Rune's Activated Ability, you may siphon some of the power being used to sustain the concentration spell into the Rune.

You may have the Rune Lore effect activate using the same Spell Slot as the spell you are currently holding concentration on. This will end your concentration.

You may also not transfer a Spell Slot from a Rune ability you are concentrating on.

You may use this feature a number of times equal to your Intelligence Modifier. You regain all uses of this feature after finishing a Long Rest.

### Master of Runes

When you reach 14th level, your understanding of the threads of magic woven into the Runes allow you to draw power from the world in order to duplicate them with ease.

You may now use the *Transference* and *Temporary Inscription* aspects of Rune Lore over a Long Rest, rather than spending a full 24 hours.

If you spend the full 24 hours on Transference of a Rare Master Rune, you do not destroy the original Rune. In order to preserve a Very Rare Master Rune, you must spend 48 hours uninterrupted. In order to preserve a Legendary Master Rune, you must spend a full 72 hours uninterrupted.

If you spend the full 24 hours on a *Temporary Inscription*, it holds the power of the Inscription for a number of days equal to your Proficiency Modifier + your Intelligence Modifier, rather than hours.